

	Type	Hits	Search Text
1	BRS	8	morph\$3 ADJ3 filter
2	BRS	1	(polygon AND texture AND filter) AND (degree NEAR warp\$3)
3	BRS	98	(polygon AND texture AND filter) AND (filter NEAR select\$3)
4	BRS	131	(polygon AND texture AND filter) AND (filter NEAR3 select\$3)
5	BRS	947	polygon AND texture AND filter
6	BRS	4	(((coarse ADJ sampl\$3)) AND filter\$3) AND texture
7	BRS	0	(((coarse ADJ sampl\$3)) AND filter\$3) AND texture AND polygon
8	BRS	62	(morph\$3 AND filter\$3) AND texture AND polygon
9	BRS	115	(((coarse ADJ sampl\$3)) AND filter\$3
10	BRS	0	(((coarse ADJ sampl\$3)) AND morph\$3
11	BRS	191	(coarse ADJ sampl\$3)
12	BRS	0	(morph\$3 AND filter\$3) AND (coarse ADJ sampl\$3)
13	BRS	6842	morph\$3 AND filter\$3

	Type	Hits	Search Text
14	BRS	0	((morph\$3 AND filter\$3) AND texture AND polygon) AND (coarse ADJ sampl\$3)
15	BRS	216	(morph\$3 AND filter\$3) AND texture
16	BRS	12	texel ADJ blending
17	BRS	0	morph\$3 AND image AND (box ADJ filter) AND (bilinear ADJ filter)
18	BRS	0	morph\$3 AND image AND (box ADJ filter) AND (bilinear ADJ filter) AND texture AND sampl\$3
19	BRS	5	(((345/581-582) or (345/587)).CCLS.) AND morph\$3) AND color AND texture AND bilinear
20	BRS	23	(((345/581-582) or (345/587)).CCLS.) AND morph\$3
21	BRS	4	Beier ADJ Neely AND morph\$3
22	BRS	0	Beier ADJ Neely ADJ morph\$3
23	BRS	5	polygon AND texture AND filter AND sampl\$3 AND warp\$3 AND (bilinear ADJ filter) AND (box ADJ filter)
24	BRS	19	(((polygon AND texture AND filter) OR ((702/190).CCLS.)) AND (sampling ADJ rate)) AND filter) AND warp\$3
25	BRS	84	(((polygon AND texture AND filter) OR ((702/190).CCLS.)) AND (sampling ADJ rate)) AND filter
26	BRS	88	((polygon AND texture AND filter) OR ((702/190).CCLS.)) AND (sampling ADJ rate)

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27	BRS	28	polygon AND texture AND filter AND sampling AND warping AND bilinear